

more sound sources, which may or may not have reflective information, and reproduced for a single listener or for multiple listeners.

## **REMARKS**

The abstract was inadvertently not included with the original application. The application is now in full compliance, and early and favorable consideration of said application is respectfully requested.

Respectfully submitted,

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## Apparatus and Method for Producing Virtual Acoustic Sound

## ABSTRACT OF THE DISCLOSURE

A head-related impulse response to describe sound signals in a spatial environment is shown to accurately approximate three-dimensional sound data using limited computations, and can also be transformed for ease of computation. The head-related impulse response and disclosed computational methods thereof can be used to produce three-dimensional sound via a method described and refined. Implementations of the method can be used for applications with one or more sound sources, which may or may not have reflective information, and reproduced for a single listener or for multiple listeners.



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